Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously Presented) A system comprising:

a controller configured to select an identifier associated with a media object and to send a request to play the media object identified by the identifier, wherein the controller sends the request by wirelessly transmitting the request having the identifier stored in the controller over a first network, the first network being a wireless network;

an appliance configured to receive the request having the identifier from the controller over the wireless network, to determine whether the identified media object is stored in the appliance, to retrieve the media object from a first server via a second network different than the first network when the media object is not stored in the appliance, and to play the media object in response to the request, wherein the controller and the first server are synchronized on a predetermined time period to provide the controller with identifiers for identifying each media object stored on the first server.

2. (Cancelled)

3. (Cancelled)

4. (Previously Presented) The system of claim 1, wherein the first server stores the media objects corresponding to the identifiers stored in the controller.

5. (Original) The system of claim 1, wherein the media object is retrieved from the first server using the identifier received from the controller.

6. (Original) The system of claim 1, further comprising a second server coupled to the network, the second server storing at least the media objects stored in the first server.

7. (Original) The system of claim 6, wherein the appliance is further configured to retrieve the media object from the second server when the media object is not found in the first server.

8. (Original) The system of claim 7, wherein the media object retrieved from the second server is in a decrypted form.

9. (Original) The system of claim 7, wherein the media object retrieved from the second server is in an encrypted form.

10. (Original) The system of claim 9, wherein a decryption key for the media object is stored in the controller.

11. (Original) The system of claim 10, wherein the decryption key is stored in the controller after the controllers sends a payment information to the second server.

12. (Original) The system of claim 11, wherein the appliance receives the decryption key from the controller to decrypt the media object.

13. (Original) The system of claim 1, wherein the identifier is selected by selecting a visual representation of the identifier.

14. (Original) The system of claim 13, wherein the visual representation comprises a thumbnail image representing the media object.

15. (Original) The system of claim 14, wherein the controller organizes thumbnail images in groups.

16. (Original) The system of claim 15, wherein the groups comprise:

a first group including all thumbnail images stored in the controller, and

a second group including selected thumbnail images from the first group.

17. (Original) The system of claim 16, wherein the second group comprises:

a first subgroup including one or more playlists, each of the playlists comprising one or more thumbnail images; and

a second subgroup including one or more thumbnail images in a playlist being created.

18. (Original) The system of claim 17, wherein the controller sends one play list to the appliance to request the one play list be played by the appliance.

19. (Original) The system of claim 17 wherein the controller comprises a display screen to display thumbnail images in the first group and in the second group.

20. (Original) The system of claim 19, wherein the controller further comprises a microphone to record an audio annotation associated with one of the thumbnail images, and a text input area to generate text to associate with the one thumbnail image.

21. (Original) The system of claim 1, wherein the appliance is operable to play a media object not stored in the controller, and wherein the controller imports the identifier associated with the media object by sending a request to import the identifier not stored in the controller.

22. (Original) The system of claim 21, wherein in response to the request to import the identifier not stored in the controller, the appliance sends the identifier and a reduced visual representation of the corresponding media object.

23. (Original) The system of claim 22, wherein the reduced visual representation is a thumbnail image of the corresponding media object.

24. (Original) The system of claim 21, wherein the request to import the identifier not stored in the controller is sent with payment information.

25. (Previously Presented) The system of claim 1, wherein the controller is a portable controller capable of wirelessly controlling the appliance over the first network, wherein the first network is a local network and the second network is an external network, and wherein the controller wirelessly controls the appliance to retrieve and play the media object within the appliance.

26. (Original) The system of claim I, wherein the appliance is one in a group comprising a personal computer, a stereo receiver, and a television,

27. (Original) The system of claim 26, wherein the controller operates with multiple appliances.

28. (Original) The system of claim 1, wherein the media object is one in a group comprising a document, an audio clip and a video clip.

29. (Previously Presented) A system comprising:

first means for selecting an identifier associated with a media object and to initiate a request to play the media object identified by the identifier, the first means wirelessly

transmitting the request having the identifier stored in the first means over a first network, the first network being a wireless network;

second means for receiving the request having the identifier over the wireless network, retrieving the media object using the identifier, and playing the media object; and

third means for storing the media object, wherein the second means retrieves the media object from the third means at certain times, via a second network different than the first network, when the media object is not stored in the second means, wherein the third means for storing the media objects comprises means for synchronizing with the first means to enable the first means to have the identifiers associated with each of the media objects stored in the third means.

30. (Cancelled)

31. (Original) The system of claim 29, further comprising fourth means coupled to the network, the fourth means for providing the media object when the media object is not in the third means.

32. (Original) The system of claim 31, further comprising means for performing access authorization when the media object is retrieved from the fourth means.

33. (Original) The system of claim 32, wherein the means for performing access authorization comprises means for encrypting the media object and means for decrypting the media object.

34. (Cancelled)

35. (Original) The system of claim 29, wherein the first means is operable with one or more second means.

36. (Original) The system of claim 29, wherein the first means comprises means f o ~ organizing the identifiers using thumbnail image representations of the media objects associated with the identifiers.

37. - 43. (Cancelled)

44. (Previously Presented) A method of a network access appliance (NAA), comprising:

wirelessly receiving a request from a portable device over a first network, the request including an identifier for identifying a media object to be played, wherein the media object is not stored within the portable device;

in response to the request, determining whether the identified media object is locally stored within the NAA based on the identifier extracted from the request;

accessing a first server over a second network to retrieve the media object if the media object is not locally stored within the NAA, the second network being different than the first network;

playing the retrieved media object within the NAA; and

periodically synchronizing the portable device with the first server to provide the portable device with identifiers for identifying each media object stored on the first server.

45. (Previously Presented) The method of claim 44, wherein the first network is a local wireless network coupling the portable device to the NAA, and wherein the second network is a wide area network (WAN) coupling the NAA to the first server.

46. (Previously Presented) The method of claim 44, further comprising:

determining whether the first server contains the identified media object; and

accessing a second server over the network to attempt to retrieve the identified

media object if the first server does not contain the identified media object.

47. (Previously Presented) The method of claim 44, wherein the media object is encrypted, wherein the method further comprises:

retrieving a key from the portable device over the first network, wherein the key

is stored within the portable device; and

decrypting the media object within the NAA in order to play the media object

downloaded from the first server over the second network.